

# Yang Flute Form

*Transcribed by Edwin Wise*

1. Block (1)
2. Shove and Heel Kick (2, 3)
3. Jump and Turnaround (4)
4. Shove (5)
5. Rowboat (6)
6. Under Strike (7, 8)
7. Over Strike (9, 10)
  
8. Rowboat and Shove (1, 2)
9. Helicopter (3)
10. Dancing with Dragons (4)
11. Rowboat and Thrust (5, 6)
12. Turnaround (7)
13. Dancing with Dragons (8)
14. Rowboat and Thrust (9, 10)
  
15. Turnaround (1)
16. High Change up (2)
17. Turnaround (3)
18. High Strike (4)
19. Low Strike (5)
20. High Strike (6)
21. Low Strike (7)
22. Spinning Sweep (8)
23. Close and Bow (9, 10)

Simulated Reality Systems, LLC

edwin@simreal.com  
www.simreal.com